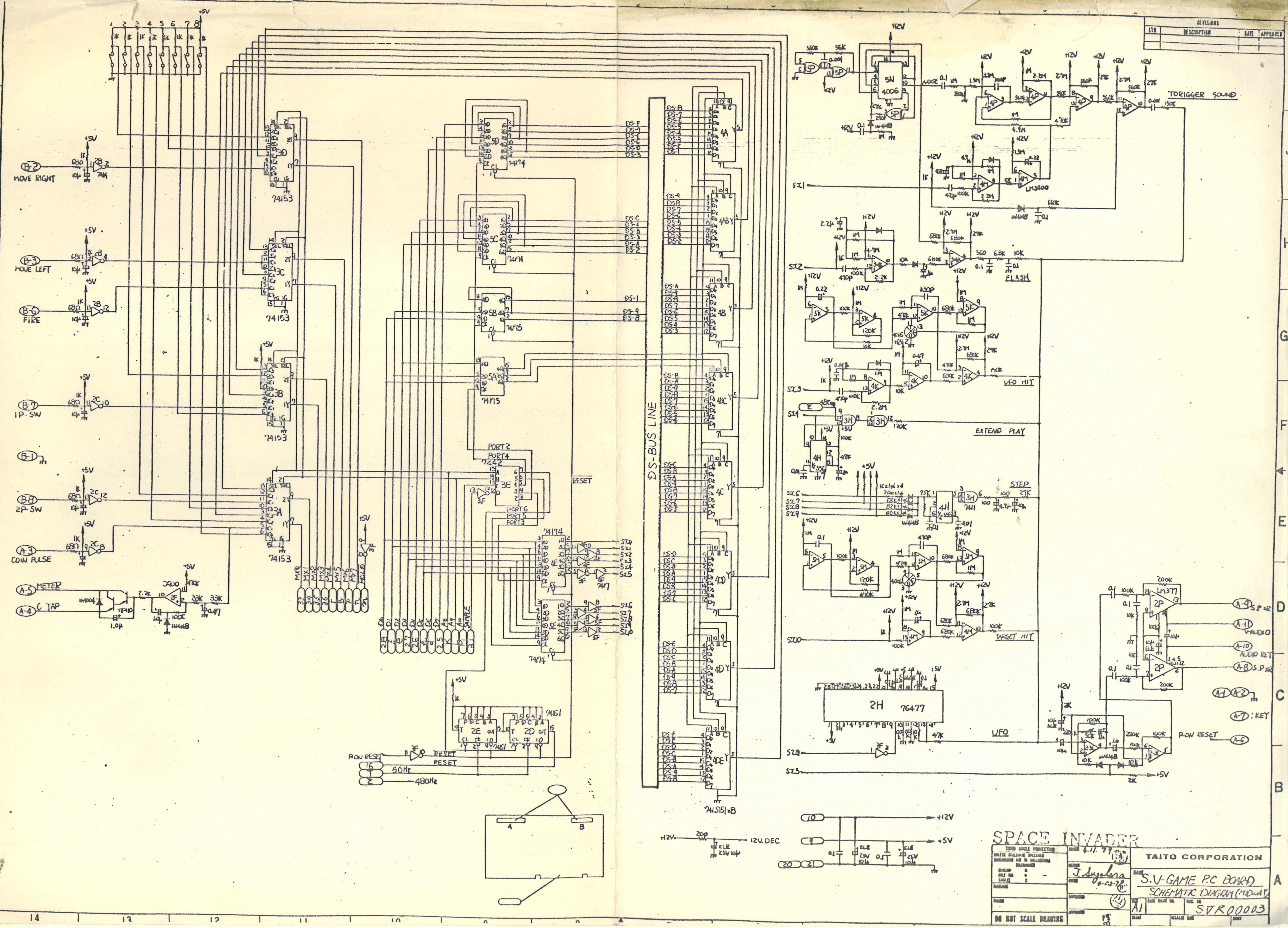
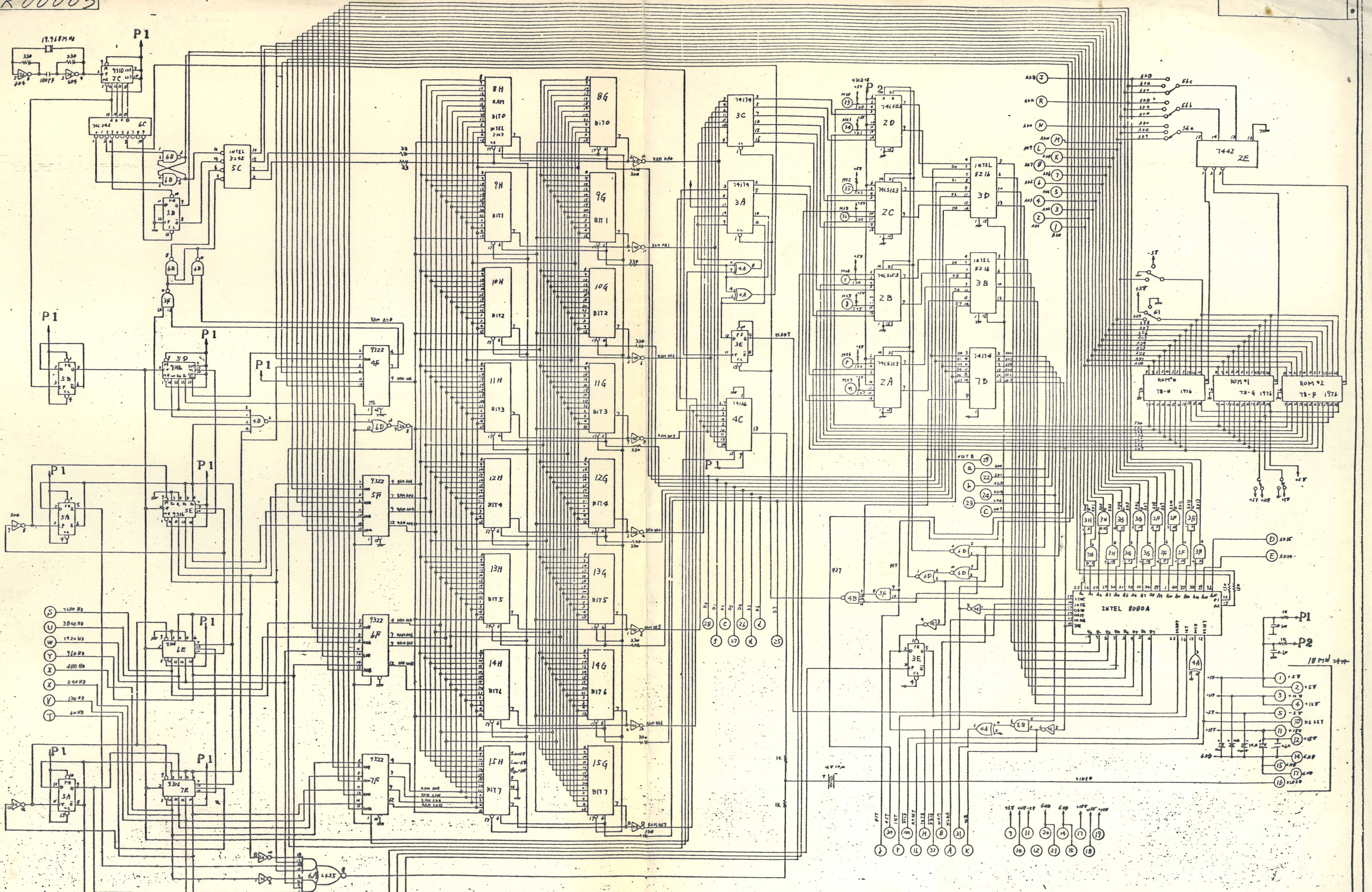


SPACE INVADER
TAITO CORPORATION
S.V-GAME P.C BOARD
SCHEMATIC DIAGRAM (MIDWAY)
SVR00003
DO NOT SCALE DRAWING
REVISIONS
DS-BUS LINE
MOVE RIGHT
MOVE LEFT
FIRE
1P-SW
2P-SW
COIN PULSE
METER
C TAP
TO TRIGGER SOUND
FLASH
UFO HIT
EXTEND PLAY
STEP
TARGET HIT
UFO
RON RESET
RESET
60Hz
480Hz
12V.DEC
+12V
+5V
74153
74174
74175
7442
74151
74LS151×8
76477
4006
LM3900
LM377
S.P
V-AUDIO
AUDIO RET
KEY
PORT2
PORT4
PORT6
PORT5
PORT3

BPR00003



	輸入基板
	G-27
	マザー P.C ボード 配線図
	51. 8.25
	BPR00003

御使用後ハ必ズ返却願イマス

パシフィック工業株式会社

Adjustments on Game & Sound PC Board

This machine uses either the CPU PC Board No.SVN00002 or the CPU PC Board No.SVN00004. When adjusting, therefore, make sure which CPU PC Board is used in your machine.

On the machine using the CPU PC Board No.SVN00004, the adjustments of the Game & Sound PC Board can be made as follows:

o SW3 and SW5...Switches for adjusting the number of laser bases. (See Fig. 4)

(Optional Settings)

Laser Bases	SW 3	SW 5
3	ON	ON
4	OFF	ON
5	ON	OFF
6	OFF	OFF

Table 1

The number of laser bases is preset at "3" at the factory

o SW6...Switch for adjusting bonus points. (See Fig. 4)

(Optional Settings)

SCORE	SW 6	Laser Base
1500	ON	1
1600	OFF	1

Table 2

The bonus points are preset at "1500" at the factory.

o SW4...Switch for checking of RAM and game sound (See Fig.4)
"ON" Position: Checking of RAM and game sound can be made.
(Normally, this switch is to be set at "OFF" position.

o SW7...Switch for adjusting play pricing displayed on the screen. (See Fig. 4)
When this switch is set in "ON" position, the play pricing is displayed on the screen as follows:
1 COIN - 1 PLAYER, 2 COINS - 2 PLAYERS
("OFF" position: Nothing is displayed.)

o SW1 and SW2.
These switches are for the factory adjustments, and should be set in "ON" position.

On the machine using the CPU PC Board No.SVN00002, the adjustments of the Game & Sound PC Board can be made as follows: (See Page 9)